



Successful Innovation Based on Principles of Lean Product Development

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AME 3/2014

Goodyear Marketplace



Tires are an integral element of all Vehicle Systems

Business Overview



- Goodyear Specialty = Tires and Tire Materials
- Global company – 42 manufacturing facilities in 22 countries
- Third largest tire company - \$20 Billion annual sales
- 3 Innovation Centers – Akron-Ohio, Luxembourg and Hanau/Germany – 2,500 professionals



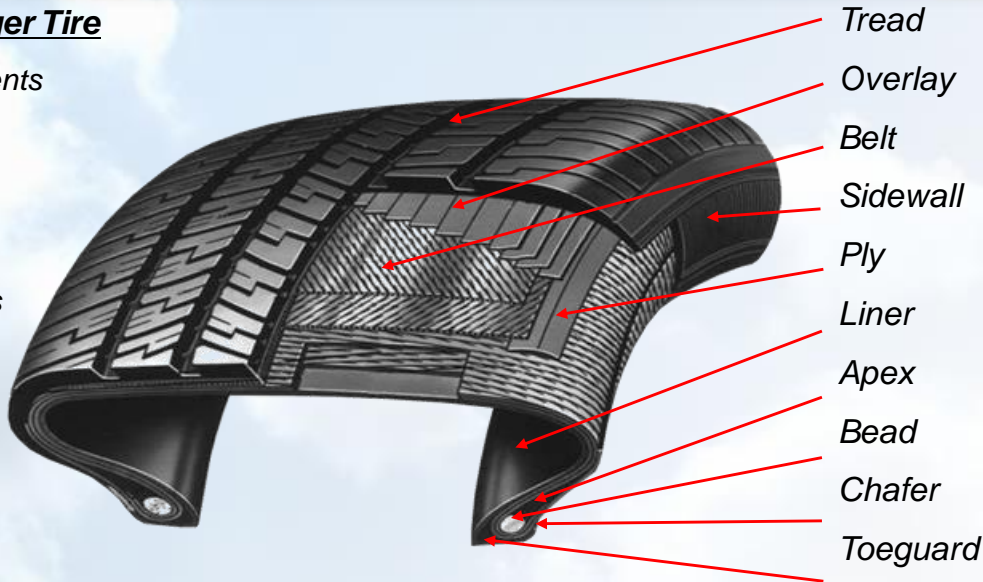
Focus on high (technical) end of the business – high value products and innovation

Tire Development



Typical Passenger Tire

- 15 - 18 Components
- 12 Compounds
- 2 Fabrics
- 2 Steels
- 60 Raw Materials



At Goodyear we release about 1,500 new (innovative, high value added) SKU's every year around the world

- Competitive marketplace and diverse customers lead to short product cycles and much complexity in a highly regulated industry
- High variability in application, testing, manufacturing processes ...
- *Combination of high complexity and high variability created a worthy challenge for a lean product development process*

Myth



Lean is detrimental to creativity and innovation!

Active banana – result of 5S in PD – misunderstanding of lean principles

Lean brought from manufacturing or Toyota is considered too rigid by innovators

Restrictive standard work / product or process standards / imposing standards for control

Using creativity to “beat the system” not always welcome

Counterproductive Metrics (**functional productivity**)

Free thinkers do not like processes ..

Discovery is non repetitive

INNOVATORS ARE DIFFERENT



Good Variability



- .. No such thing as good variability in six sigma!
- .. “bad variability” in a product development process:
 - Unreliable test results.
 - Experiments that were done before or that are not needed
 - Discarded knowledge
- Acceptable Variability in a PD process:
 - Unsuccessful experiments that generate learning
 - Large amount of experiments to explore new space
 - Sufficient amount of experiments to reduce the risk



“Zeal” of finding waste cannot eliminate good variability

Myth



Lean is detrimental to
creativity and innovation!

Myth(buster)

If the lean product development principles are
understood and applied correctly, lean can turbo-
charge the innovation creation process

The (Missing) Link Between Lean and Innovation



"I have long felt that a great weakness of the lean movement is that we tend to take customer value as a given, asking how we can provide more value as we currently define it, at lower cost with higher quality and more rapid response to changing demand. This is fine as far as it goes. But what if the customer wants something fundamentally different from what our organizations are now providing?"

Jim Womack, *Gemba Walks*
LEI - v1 2011

Paradox



- The innovation paradox: creating new opportunities *and achieving operational excellence*
- *The lean paradox: you can have the quality, the delivery the speed and the low cost at the same time...and maybe innovation and creativity*

Principle Based Lean Process



- Learn and understand the principles
- Understand the process - train the people in the process to improve the process
- Correctly apply the principles to the complete value stream to achieve visible results

“How-To’s” to follow for
Product Innovation



Definition of "LEAN"



"We look at the time line, from the moment the customer gives us an order to the point where we collect the cash..."



Speed

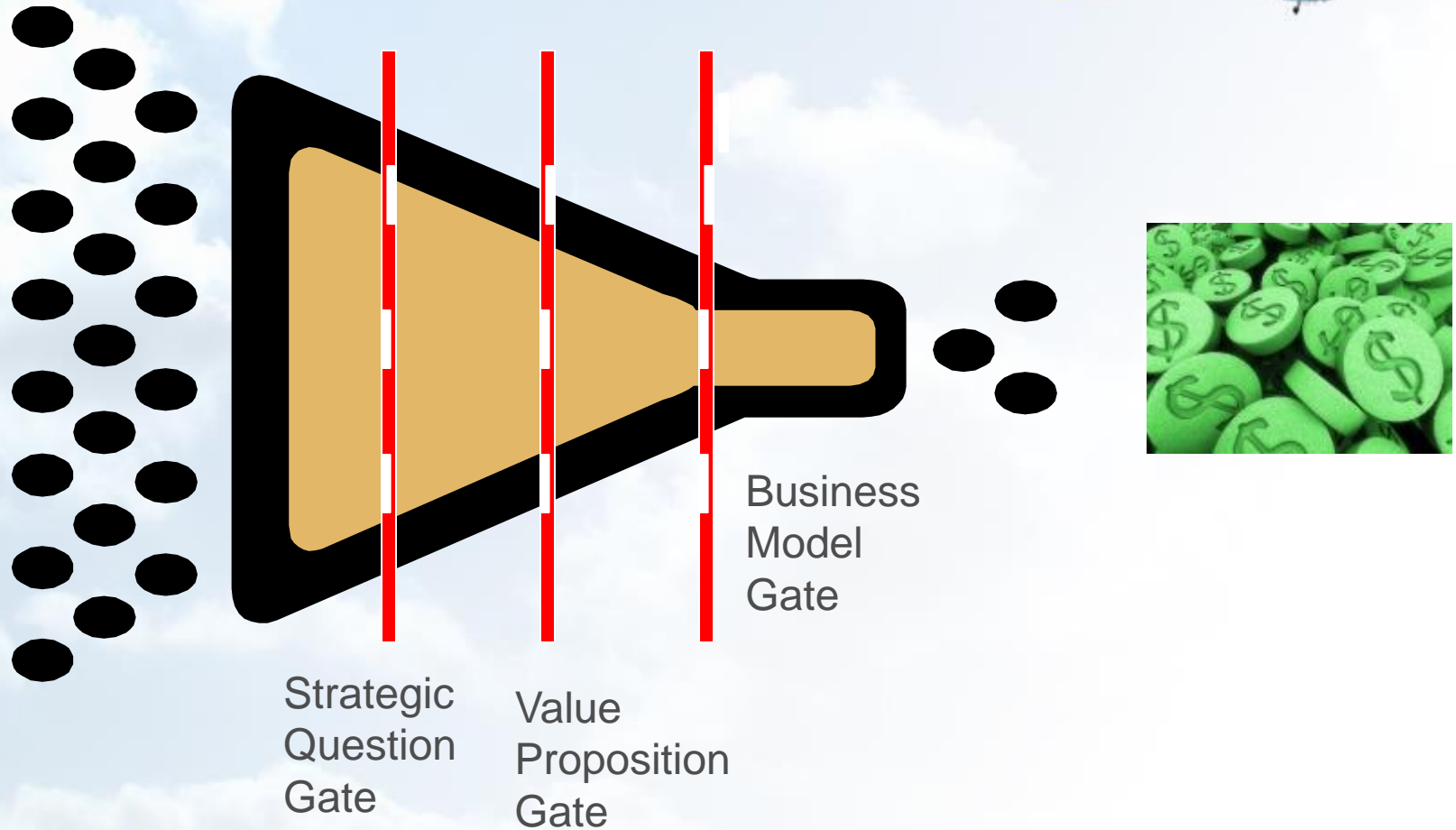


Value and Waste

...And we are reducing the time line by reducing the non-value-adding wastes.

- Taiichi Ohno

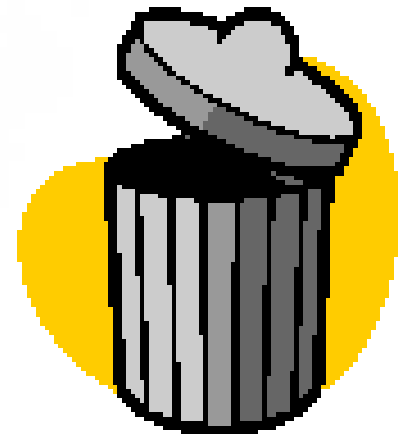
Generic Product Innovation



“Reality”

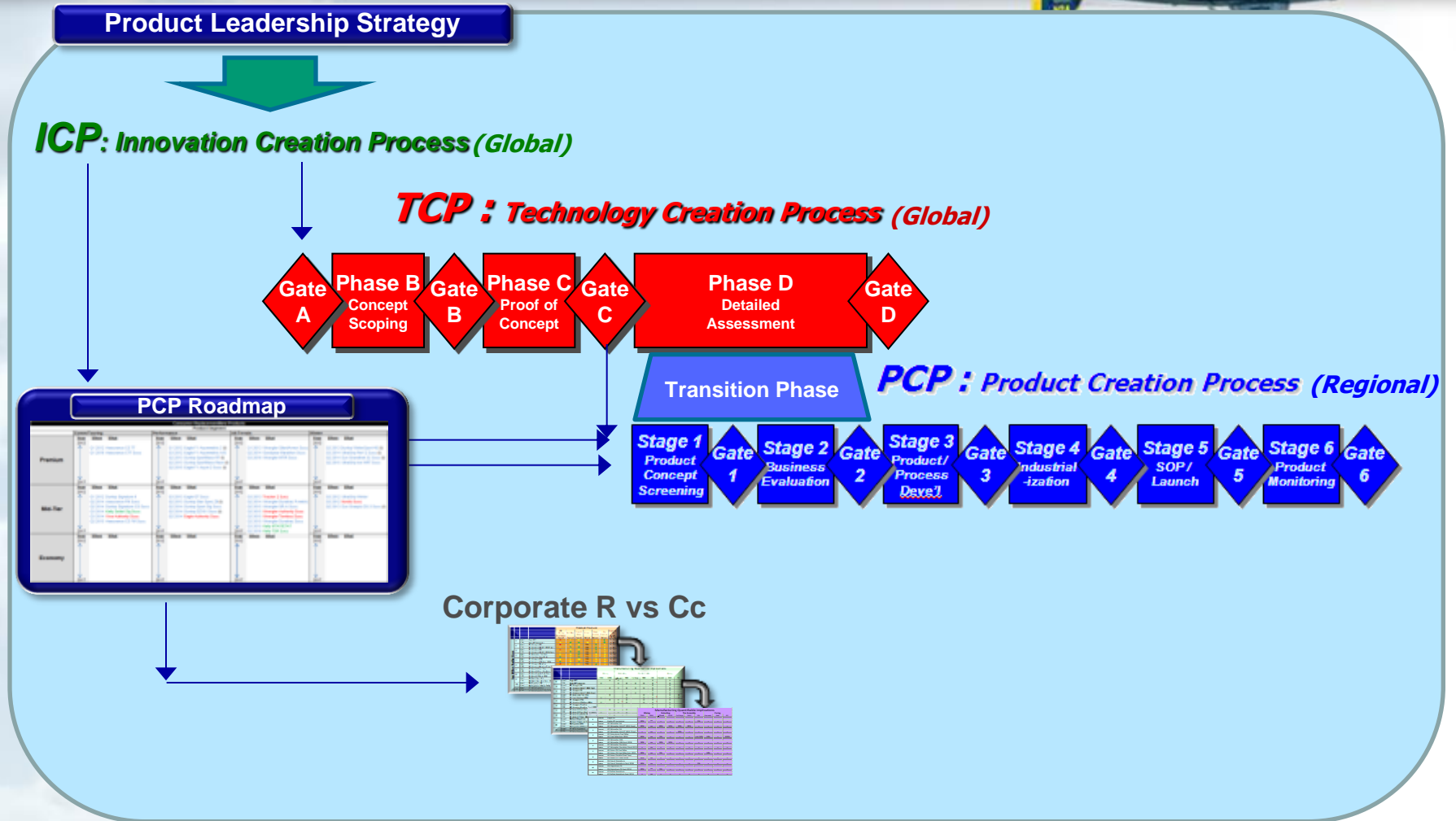


Goodyear Innovation Department – 80's: No process!



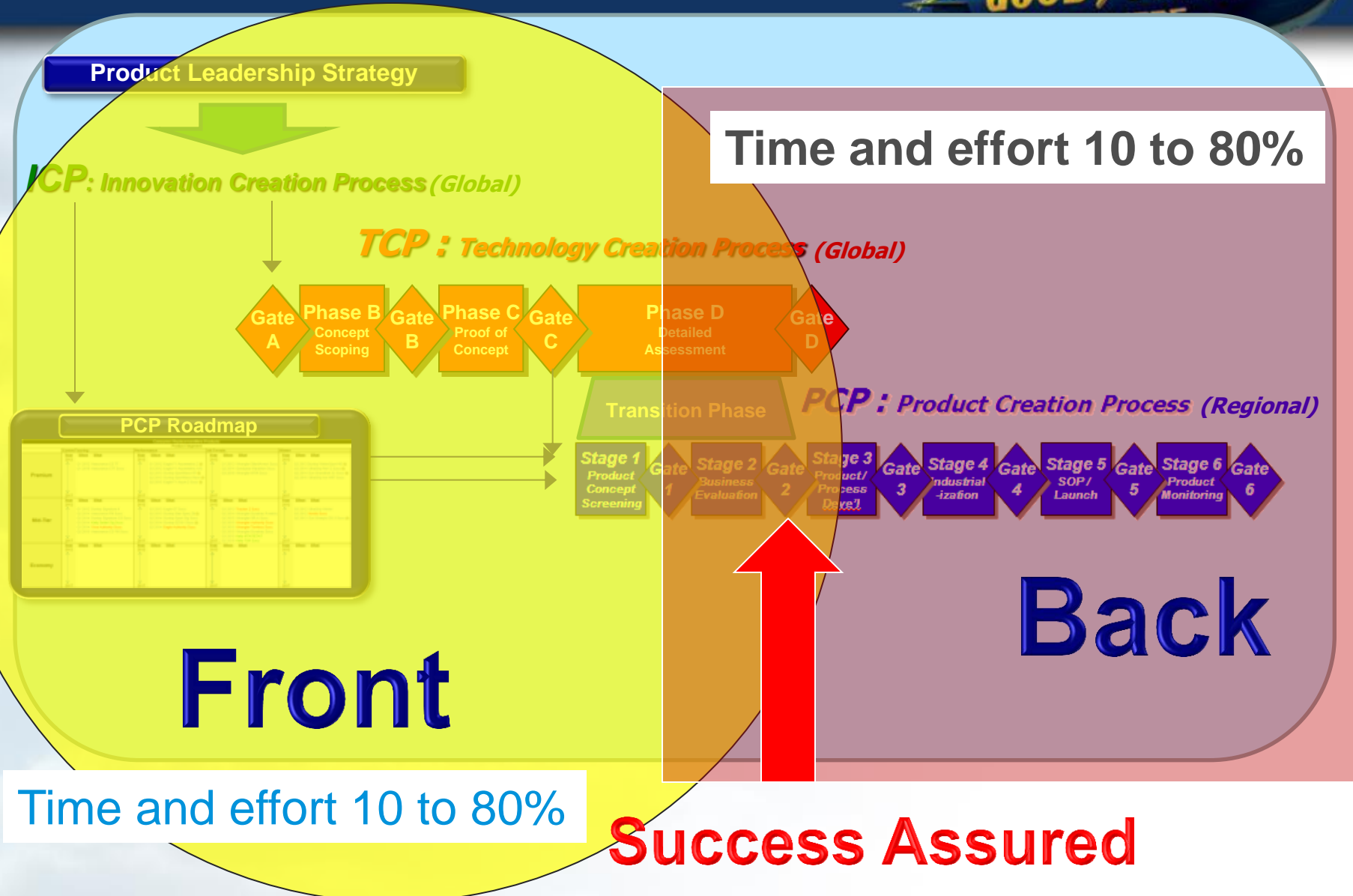
30 Years Later

Goodyear Innovation Process



MARKET-BACK LINKAGE
BUSINESS GOVERNANCE WITH FOCUS ON PROFITABLE VALUE STREAMS

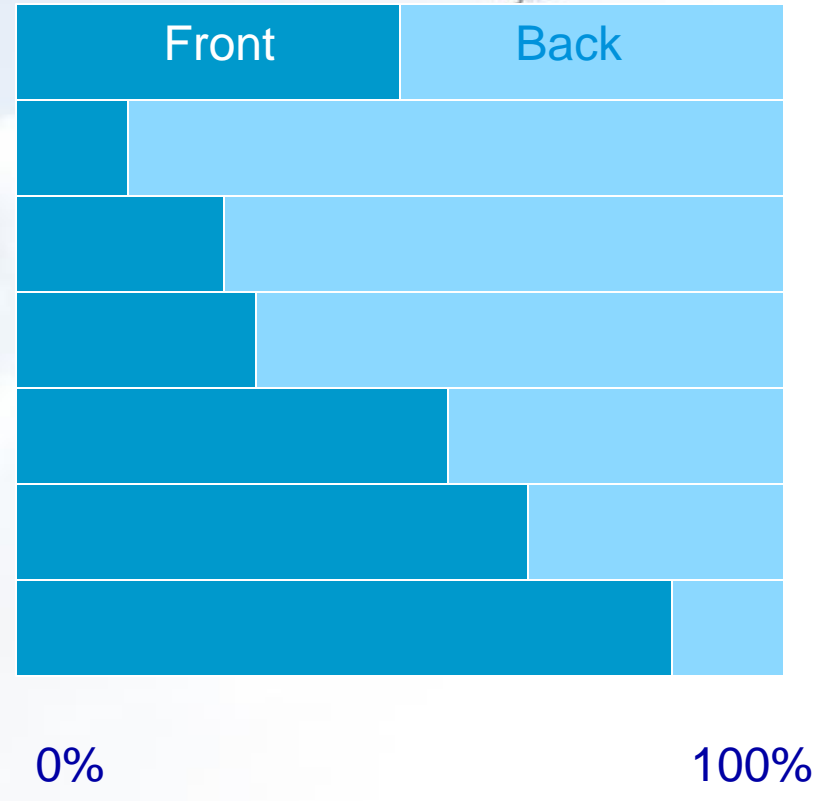
Product Innovation Process



Front – Back Comparison (Relative)



Mature Consumer
Automotive
Goodyear
Commercial
High – Tech commercial
Web, .com

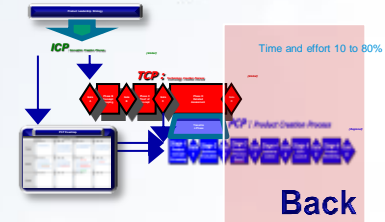


Work on the biggest chunk first (Pareto)

What is important in the BACK part



- Predictable outcome and delivery
- FAST, efficient and AGILE



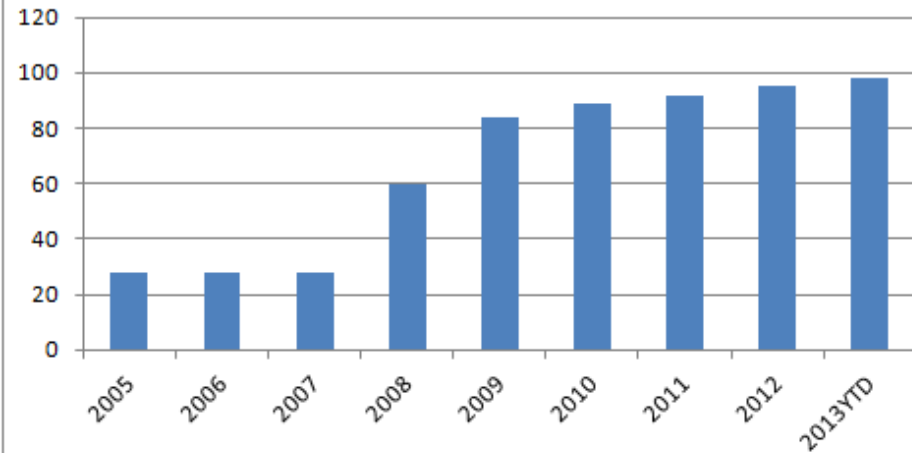
Validated Lean Principles:

- Concurrent Engineering
- Late Start
- WIP control
- Visual plan to 80% of capacity
- Standard Work (Based on Knowledge)
- Quick/no prototyping/testing
- Pull process
- Flexible resources
- Matrix org – PM – operations
- Etc

Validation Results - Goodyear

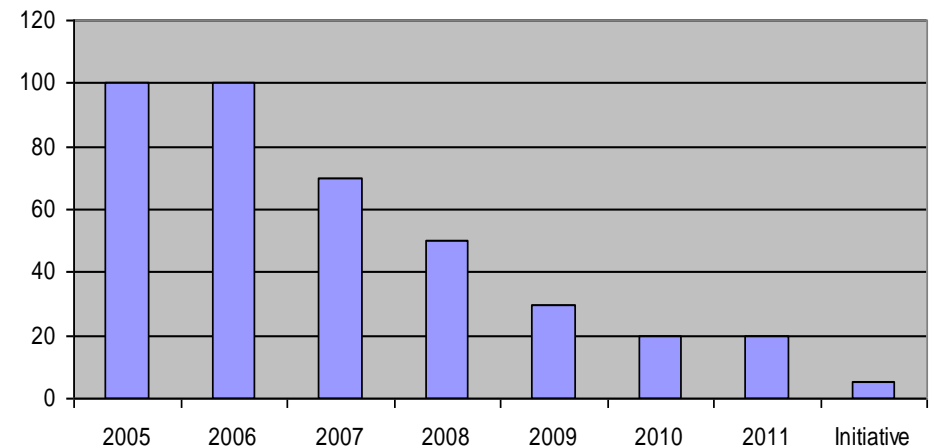


%OTD end to end



Target is 90% -
Target of 100% hurt
"project risk taking" and
innovation

CT

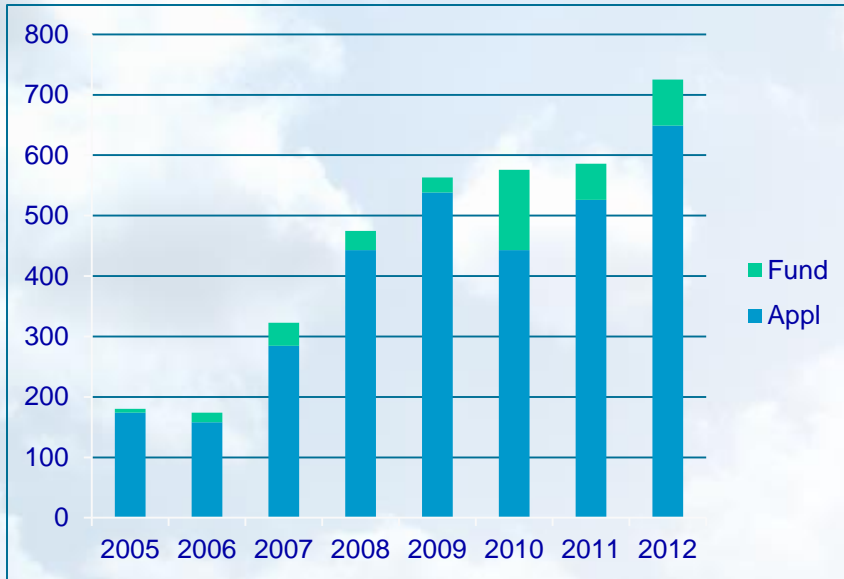


Validation of the “Hidden Factory”



Throughput

(iterations NAT business – consumer)



Lean gave Goodyear back the front end back
... and also increased the value added work

The “fuzzy” Front End



Key “challenges” of front end process

- A. Generate a product that the customer actually buys
- B. **FAST** to assure first mover advantages
- C. Make a profit
- D. Motivated innovators

- Jim Euchner – Director Goodyear Innovation
- Paul Zaffiro – P&G Innovation

How LEAN can help

Value for the Customer



“I had committed the biggest waste of all: **building a product that our customers refused to use.** That was *really* depressing.”

-Eric Ries, The Lean Startup

A **Generate a product that the customer actually buys**

FAST to assure first mover advantages
Make a profit
Motivated resources

Managing of the incoming work

Keep the design space open

Go to gemba to find out about the customer

Managing Incoming Work



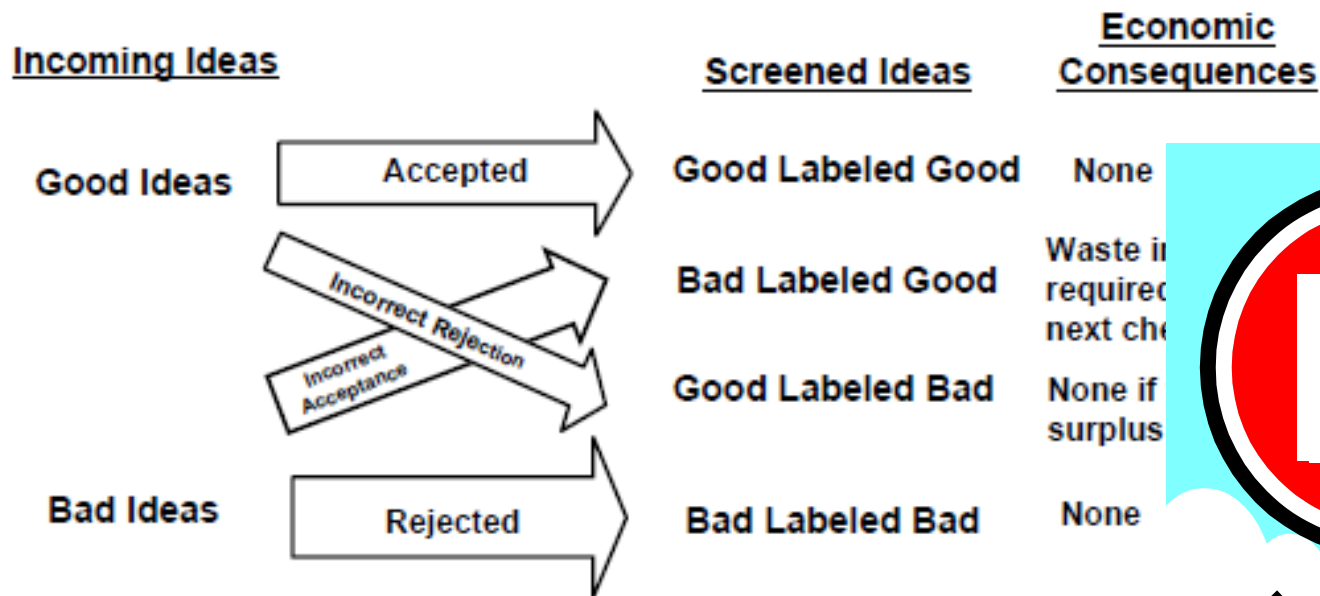
- This problem is unique to PD (no issue in manufacturing/services)
- Focus on value for the customer- not a natural engineering skill
- Have a process – including STOPPING projects
- Quickly sort out many options (KM and Modeling, fast test cycles, computer modeling...)
- Focus on knowledge gaps
- Tolerance (budget) for failure
- Managing WIP

Most companies use or must use the same process for both front and back part of the innovation process

What is worse ...?



Front End Processing Errors

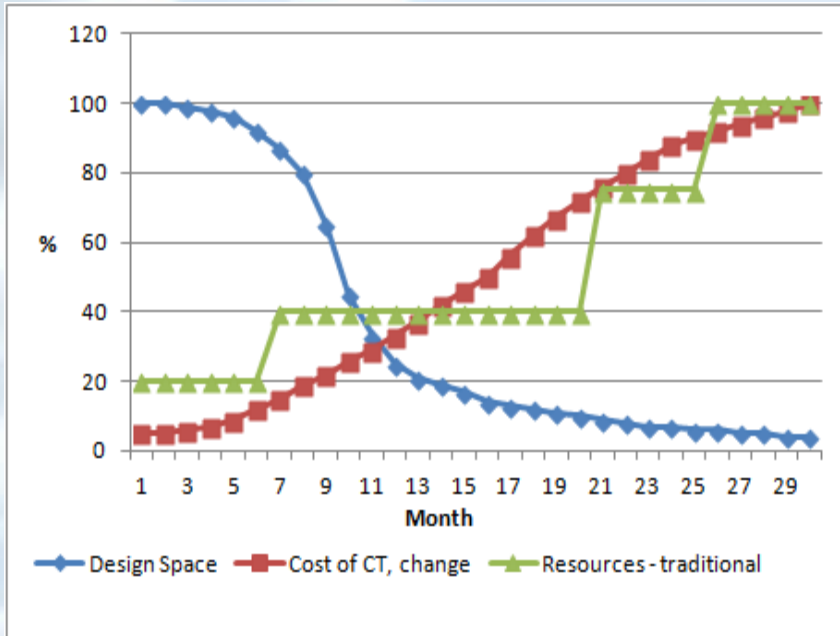


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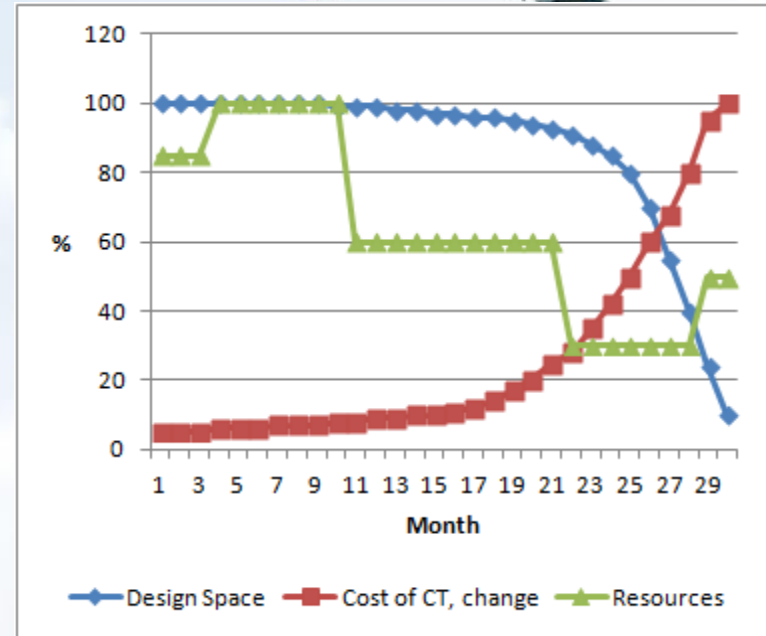
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Keep the Design Space Open



Traditional



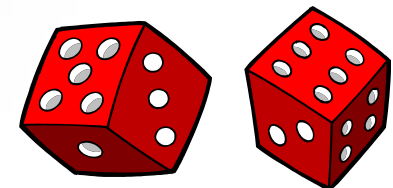
Lean

- Test with the customer
- Manage risk better
- Better decisions by keeping options open
- Allows for “Set Based - (A3) thinking “

Set Based Thinking



There is never one single solution



SPEED



B

Generate a product that the customer actually buys

FAST to assure first mover advantages

Make a profit

Motivated resources

- **QUICKLY** evaluate prototypes (with the customer)
 - Rapid learning cycles
 - Quick prototypes and very fast testing
 - Quality results

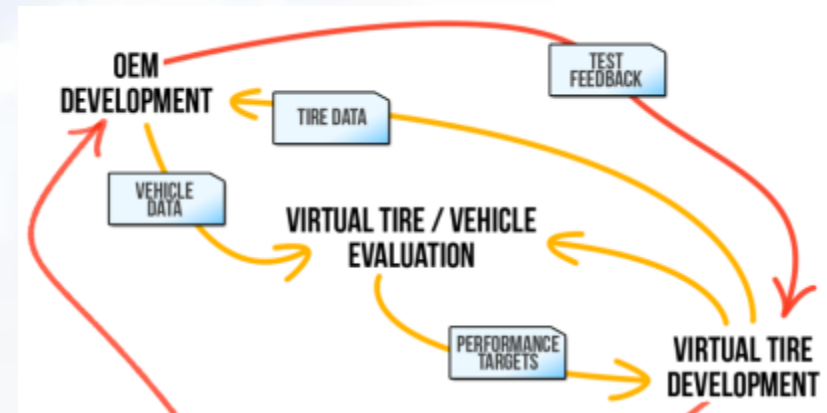
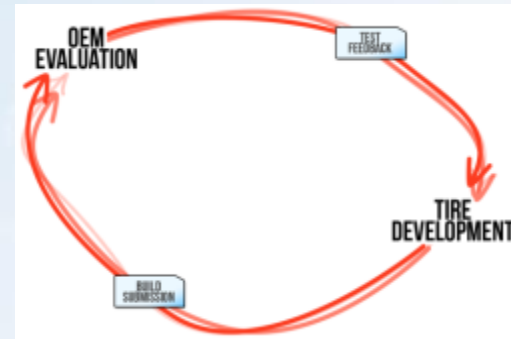
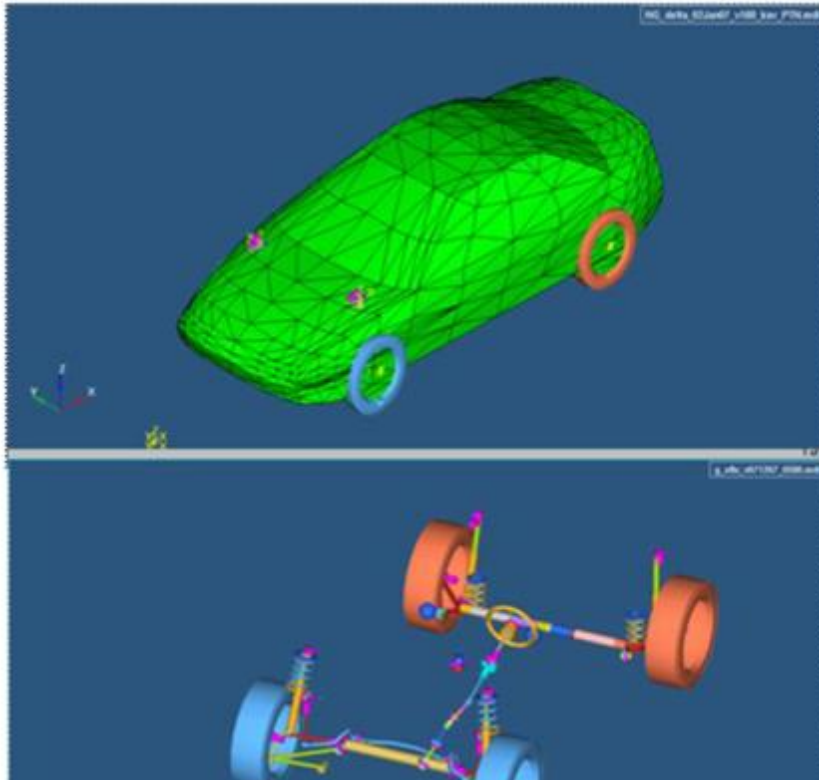
ALL the way back to lean

Lean Principles for SPEED



- Modeling and Knowledge Management
- Concurrent Engineering
- Late Start
- WIP control
- Visual plan to 80% of capacity – enough buffers on engineer's time
- Standard Work (Based on Knowledge)
- Quick/no prototyping/testing
- Pull process
- Flexible resources
- Matrix org – PM – operations
- Etc

Modeling the Tire on the Vehicle



Tires for Chevy “VOLT” were developed **virtually** with a vehicle model supplied by GM – no tire/car built before “approval”

Tires and vehicle were developed concurrently

Modeling and Knowledge Reuse



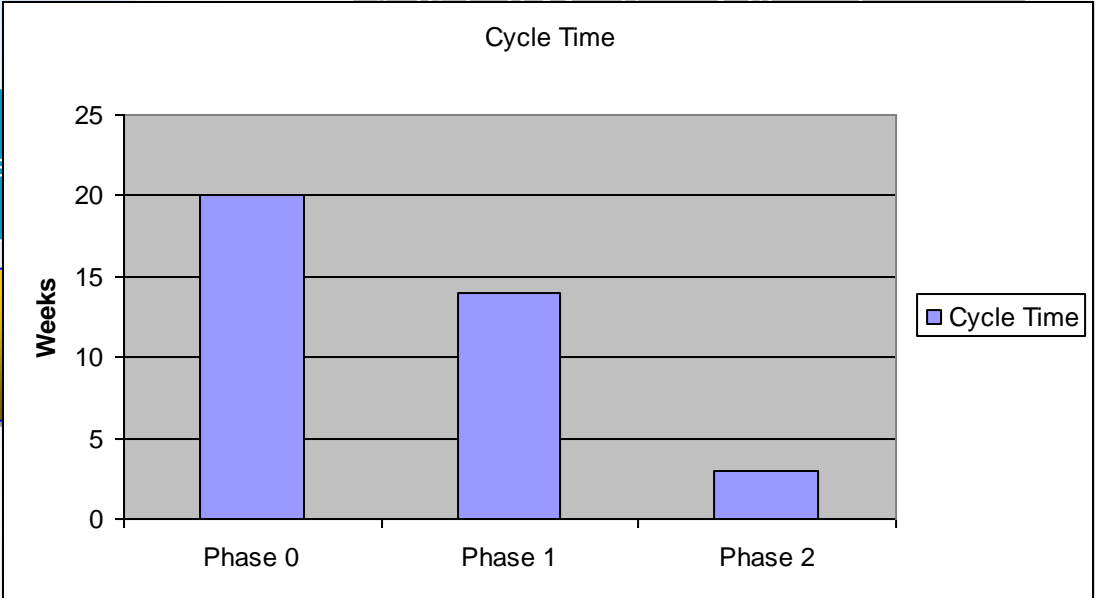
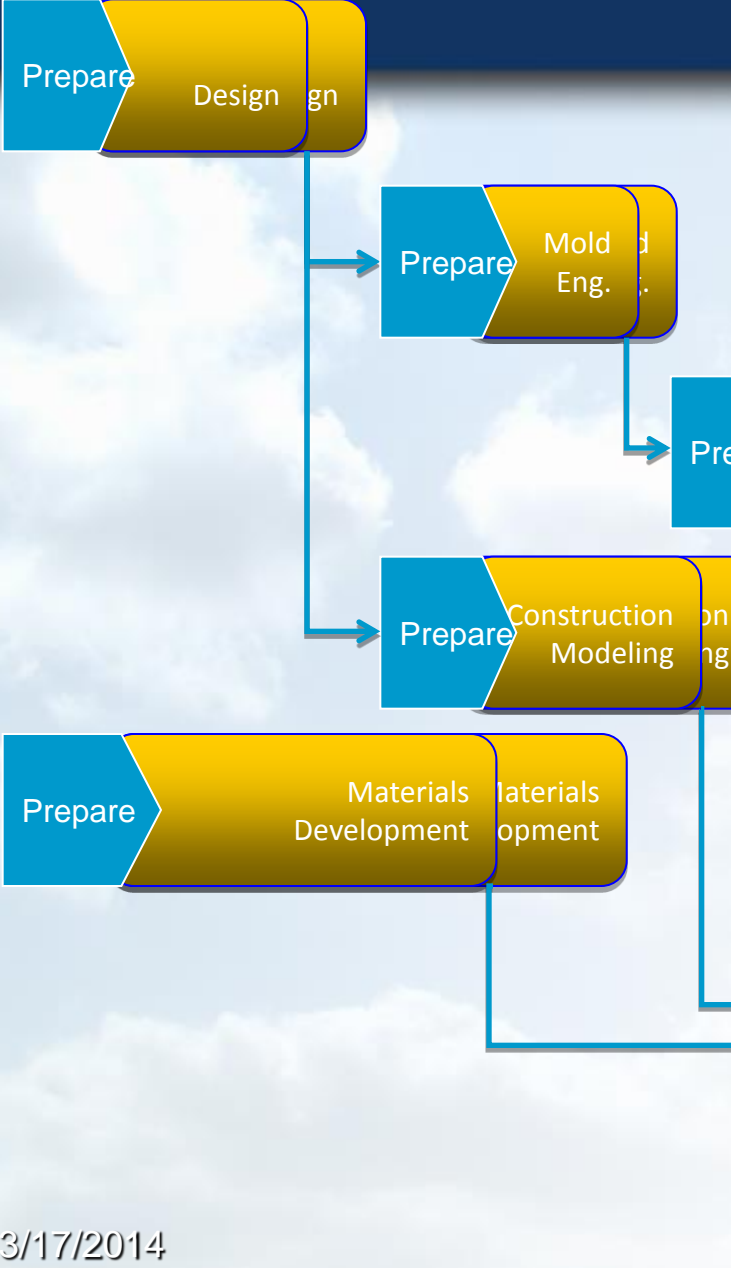
- Use knowledge to build good computer modeling or “predictive” tools
- **Test to validate/improve** the models
- Interpolations and extrapolations
- Set based and DOE’s

Concurrent Engineering



➤ Single Piece Flow → Focus Resources and Eliminate Wait Times

ITERATION KICKOFF MEETING



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Lean is very popular with



- Rapid learning
- Testing min feasible products
- Consumer testing
- Pharmaceutical testing
- Etc.

WHY lean in R&D?

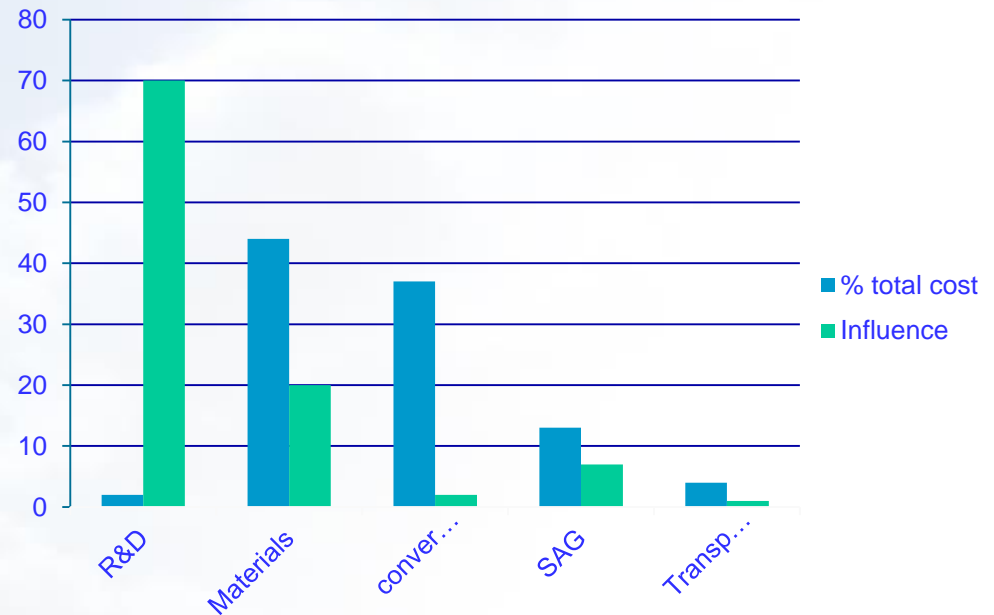


- Generate a product that the customer actually buys
- **FAST** to assure first mover advantages

C – Make a profit

- Motivated resources

R&D Leverage on Profits Goodyear



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Make a profit



Generate a product that the customer actually buys
FAST to assure first mover advantages

C

Make a profit

Motivated resources

- The job of product development is to generate **profitable value streams*** (and reusable knowledge)
- Collaboration throughout the complete value chain with line of sight to corporate goal (profit)
- Understanding of “profit” in all functions

* Requires Customer Value

Motivated Resources



Generate a product that the customer actually buys
FAST to assure first mover advantages
Make a profit

D Motivated resources

Worst nightmares for inventors:

- Idea does not get funded or defunded – **NEED PROCESS!**
- Lack of resources on an approved project – **SCHEDULE ACCORDING TO 80% of Capacity**
- Everything moves too slow – **Lean and flow**

Front Learning Cycles



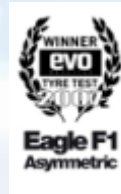
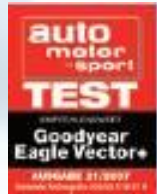
Front End learning cycles scheduled through the same channels than back end learning cycles in factories and prototype shop
OTD is over 95% although degree of difficulty much higher

Validation for Lean in the Front End

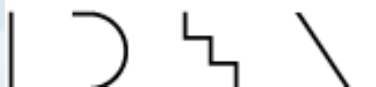


- Agile software development
- Goodyear process

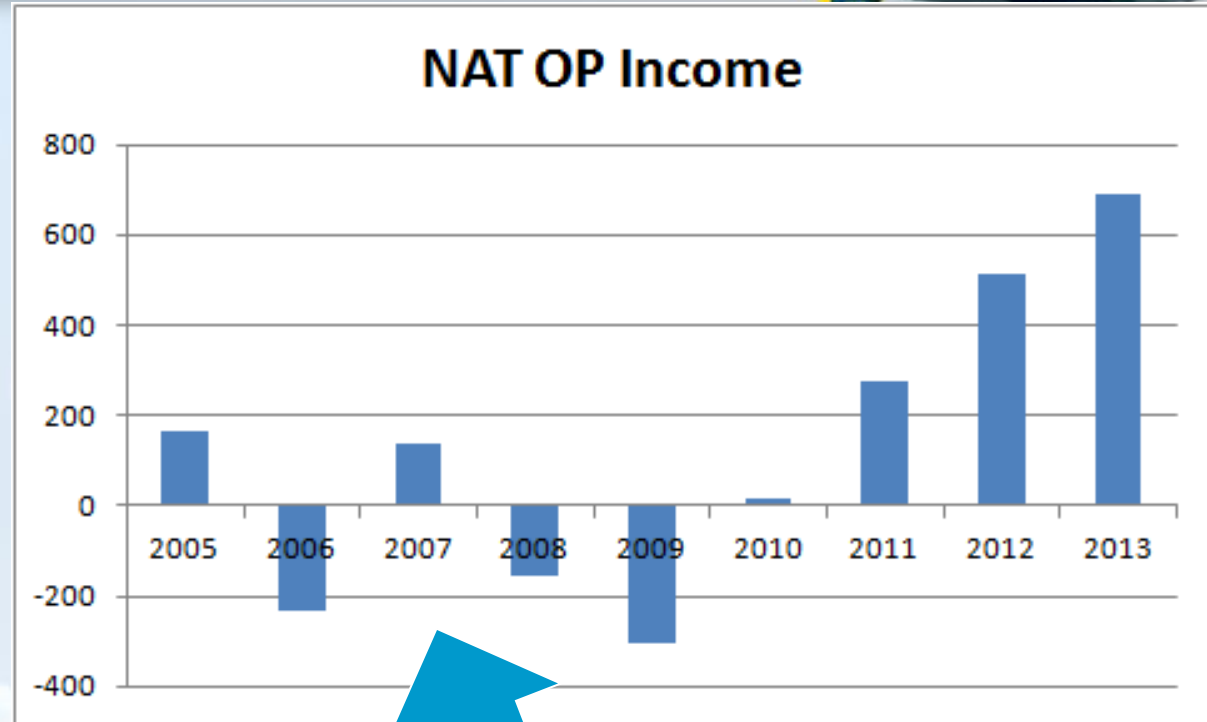
PRODUCT AWARDS



INDUSTRIAL DESIGN EXCELLENCE AWARDS



Goodyear Financial Results



- Reduced Volume
- .. Flat R&D budget

Investment in LEAN PD

Summary



- *This myth has been **BUSTED***
- *The lean paradox: you can have the quality, the delivery the speed and the low cost **and** the innovative products at the same time*
- *Follow Principle Based Lean = Learn the principles and use those who know the process to apply them correctly*

Thanks



If everything seems under control, you're just not going fast enough.

-- Mario Andretti

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